

JAMES IVES

About

I'm a Full-Stack Software Engineer with a profound interest in programming and design. I've worked in a variety of different industries, from digital media publishing, to video games, telecoms and financial technology. I enjoy working with a team, always enjoy a good challenge while bringing a project a project to life and love experimenting with new technologies.



Available on Request



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Skills

Languages: TypeScript, JavaScript, Node, Python, Sass, PHP, Java, Ruby, CSS, HTML.

Frameworks: Angular, React, React Native, Redux, Web Components, xState, Google AMP, Flask, Serverless, PostCSS, Sass, Less.

Testing: Jest, React Testing Library, Selenium, Karma/Jasmine, Cypress, Puppeteer, Tape, Percy.

Other: Accessibility, Internationalization, CI, PostgreSQL, SQL, AWS, Firebase, Sketch, Figma, Photoshop, Documentation.

Experience

Blizzard Entertainment • 2020 – Present

Senior Software Engineer II • Full-Stack

- Creating and improving features for Blizzard's e-commerce applications, responsible for all customer facing parts from the websites themselves, to the integrations within Blizzard's games and apps.
- Led the charge on the 2021 Battle.net Shop rebrand which included a number of feature overhauls, styling changes, and accessibility improvements. Created an internal component library using the Web Component spec to standardize implementation across the organization.
- Implemented a number of code and performance improvements such as server side rendering, TypeScript strict mode, caching enhancements and more.

United Income from Capital One • 2018 – 2020

Principal Associate, Senior Software Engineer • Full-Stack

- Built world-class financial investment software, helping the business mature from an early startup to successful exit via acquisition by Capital One in July of 2019.
- Established an open-source component library in collaboration with in-house design team. The library, designed to speed up front-end processes and limit design regressions, contained over 100 UI components. The library includes a wide array of unit and visual regressions tests.
- Co-created McGonagall, a security-focused framework built with xState to collect large datasets via questionnaires. The framework simplifies data collection, allowing us to quickly spin up new question flows. Contributed across all components (UI, logic, back-end APIs).

The Washington Post • 2017 – 2018

Principal, Lead Software Engineer • Front-End

- Led and contributed to large development teams during all phases of site build outs, from planning, programming, and all the way to client delivery.
- Worked to understand the needs of each client before spec'ing out and starting work. This included having stakeholder meetings to determine the back-end integration and design specifications they needed. During my time at The Washington Post I worked with brands such as The LA Times, MLB, Boston Globe and many more.
- Built an open source library to assist with the display of advertisement creatives called ArcAds. Built with the goal of simplifying the process of displaying advertisements while improving maintainability and testing across all client projects.

Open Source

GitHub Pages Deploy Action

Built with Node and TypeScript for the GitHub Actions CI platform. This recipe can be used to simplify the deployment process for static pages to GitHub Pages.

Actively maintained since 2018, the action has seen over two hundred thousand installs with over 1,800 stars on GitHub.



Fetch API Data Action

Initially created for the 2020 GitHub Actions hackathon. This CI recipe fetches authenticated API data and downloads it into a repository.



Alaska Dispatch News (Anchorage Daily News) • 2015 – 2017

Lead Software Engineer • Front-End

- Led a team of developers building web services for Alaska's largest news source, including the entire website overhaul in 2016.
- Migrated Alaska Dispatch News from a legacy Drupal implementation to a headless CMS model with an AngularJS front-end. Since the overhaul Alaska Dispatch News saw over 300 thousand daily hits.

Contract and Volunteer

OurStreets • 2020 • Volunteer

Software Engineer • Full-Stack

- Collaborated with OurStreets on their Covid-19 initiative project with the aim of connecting people in DC with essential supplies during the height of the global pandemic.
- Created a series of React Native components and screens such as call to actions, global navigation bars and more.

Team Secret • 2018 • Contract

Software Engineer • Front-End

- Worked closely with the popular eSports team, Team Secret, to create a brand-new ecommerce focused website and blog.
- Built using PHP and WordPress, includes a number of interactive features such as team / player management tools, game scheduling tools, and more.

Red Moon Workshop • 2015 - 2016 • Volunteer

Software Engineer • Full-Stack

- Built a brand-new website and PWA for their company and games titles using React and Google AMP.
- Created a number of one-off single page applications for content reveals.
- Created a Perforce integration with Python for Discord/Slack which allows you to see when contributions are made to a repository.

Valve Software • 2013 - 2014 • Contract

Software Engineer • Front-End

- Collaborated with Valve Software, a game studio based in Washington on a number of technical writing pieces for a wide variety of their products and services being introduced on their Steam platform.
- Beta tester for their prototype Steam Machine and Controller products running SteamOS. Provided bug reports and feedback for all software and hardware updates.
- Worked on a variety of contract Front-End web projects for their international gaming tournament events.